

# MARK H. WALKER'S NATIONS AT WAR

# NAW RULES: UPDATES AND FAQ

## Introduction

Hi folks! Welcome to the new Nations at War Rules Updates, FAQ and Clarifications. I will be updating this document with any changes/modifications to the latest NaW rules and also listing a number of the commonly asked questions to help clarify/interpret some of the rules. I may not catch everything so if you have a question please contact me at [At.War.Czar@windstream.net](mailto:At.War.Czar@windstream.net) and I will endeavor to get an answer out in short order (I do have a day job, two kids and other projects being worked so please be patient).

**All rulings in this document are the "final" word on the subject and can be considered official.**

This document is divided up into a number of sections. Each section will deal with game related information and will be laid out as follows:

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Sections will be laid out by rule topic/item in alphabetical order to help with searching. Under each topic the information is preceded by either a section number and module acronym (like WSR for "White Star Rising"), New, or Clarification in parentheses so you can trace back to the original rule or know it is new information. I might get really crazy and make an index at some point too. If time and space warrant, I may also expand this to cover tables, counter and scenario related changes too. I got to take it one step at a time.

New Items for each release will appear in *blue italic text*.

Enjoy!

# AtWar Czar

(aka Cap'n Darwin, aka Jim Snyder)



## The Czar's Top 10 Most Missed (Misunderstood) NaW Rules

### Number 10

Support missions (HE, Smoke, Close Air Support) listed in a scenario is **per scenario** and not per turn.

### Number 9

Opportunity Fire allows a player to perform **ranged combat** at **one** enemy unit with **one** good order (not ops complete or disrupted) unit in LOS for each **new** hex the enemy unit moves in that is not occupied by a friendly unit (you can't shoot into an assault/overrun hex). Hits can only be applied to **one** unit in a stack.

### Number 8

Mechanized Infantry have **infantry** on one side of the counter and a **transport** on the other. Counters are found as full or reduced state for both sides as well.

### Number 7

Disrupted units always defend an **Assault** on a To Hit roll of a **6**. All bonuses for **special cases** are also **lost**.

### Number 6

HQs are always in Command (SHQs **must** check for command), **can not** be disrupted, and only roll for losses if a unit(s) they are stacked with take hits.

### Number 5

The stacking limit of **two combat units** is in effect at all times. Assaults and overruns are the only momentary exception as the attacks are made in the hex. HQs, SHQs, Support Weapons, Wrecks and markers do not count for stacking.

### Number 4

A Fate Point unused is a useless Fate Point. Also, the defending player **ALWAYS** has the last chance to use Fate to adjust a unit's outcome.

### Number 3

Recon units have **3** cool abilities (Independent, Highly Trained, and Observant). Don't forget to use them.

### Number 2

Use **Red** Firepower to attack hard targets (units with armor values in the upper right of the counter), **Yellow** Firepower to attack soft targets (Infantry and crewed weapons I.E. Gun Batteries and Mortars), and **Blue** Firepower to attack aircraft.

### Number 1

Good Order Unit: This is a unit that is **not** disrupted. Being in or out of command does not effect this state.

### Golden Rule

He who has the gold makes the rules. The rest of us just get to debate them. Enjoy the game!

### House Rules

If you still feel a ruling does not work for your style of play after reading this document, feel free to adjust it if all players in your game agree.



## Rules Changes/Updates (Rule Number and Game)

### Assault - Retreating

(6.3-WSR): If forced to retreat, *the defender must withdraw into one of the three hexes opposite to the assaulting forces attack direction*. The defender cannot retreat into (a) an enemy-occupied hex, (b) a hex adjacent to an enemy unit (other than the stack that just assaulted the defender), (c) a hex in violation of stacking limitations or (d) a hex that violates movement (river/lake). *If a defender cannot retreat into one of these three hexes, it is eliminated.*

### Hard Targets

(1.3.3-WSR): Hard targets are targets that are attacked with AP firepower. They include Armored Fighting Vehicles (AFV). Hard targets have ONLY a picture of a vehicle on their counter, no NATO symbol. A unit that has both a NATO symbol and a picture, for example a *Mechanized Infantry unit*, is a soft target (1.3.1) *when the infantry side is displayed and a hard target (1.3.3) when the transport side is displayed.*

### Mines – Missing Section Heading

#### *8.2 Mines*

Players receive mines as delineated in the scenario. For each mine received the player receives a Mine marker.

### Mine Placement and Attack

(8.2.1-WSR): ... mine attack with 2d6 and hit on a five or greater (2<sup>5</sup>).

### Mortars

(1.3.1.3-WSR): ... The number of Mortar hits are evenly distributed as per 11.2.1 *except hits on hard targets can only disrupt the unit regardless of the number of hits scored.*

### Reconnaissance Units

(1.3.3.2-WSR): Reconnaissance (Recon) units are special AFVs marked with a "R" next to the vehicle image. They have three special characteristics that separate them from other units:

- Independent: Recon platoons are trained to act independently. Accordingly, recon units are considered in command (4.2) at up to twice their Headquarters' printed command range.
- Highly Trained: *Good Order* Recon platoons *who are In Command* can call artillery fire or mortar fire *from* units within the same formation, as if they were Headquarters.
- Observant: Enemy Units in the LOS and within four hexes of a *Good Order, In Command* recon unit are NOT concealed (6.1.5).

### Smoke

(11.2.2-WSR): To resolve a smoke fire mission, place a Smoke 2 marker in the impact hex as determined in 11.2. This marker blocks LOS into, out of and through the hex, and the six adjacent hexes, from any elevation for all units. All Smoke 2 markers are flipped to their Smoke 1 marker in the subsequent Marker Removal Phase. Any Smoke 1 markers that are on the board at the beginning of the Marker Removal phase are removed. *Only Assaults and Overruns can be performed with no penalties in a smoke hex.*



## Clarifications/FAQ Info

### **Activation – Chit Draw (3.1)**

QUESTION: If the player draws an enemy formation marker, is the enemy unit activated?

- ANSWER: Yes. It does not matter which player pulls the formation chit from the opaque container. The owner must play out the activation.

### **Activation - Operations (4.4)**

QUESTION: When activated, do units activate separately, with each unit completing its movement and combat before another friendly unit completes its movement and combat (except for units stacked in the same hex or infantry riding in vehicles)?

- ANSWER: You've got it. Also, units beginning the activation as a stack together can move together as a stack.

### **Artillery - Line of Sight (11.2)**

QUESTION: Is there a limit to the length of the Line of Sight when observing for off board or on board support missions (artillery or air strikes)?

- ANSWER: No, but the terrain keeps spotting ranges well under what either side's capabilities were.

### **Artillery - Resolution (11.2)**

CLARIFICATION: Each artillery attack (for example 3<sup>4</sup>) against a target hex/hexes is resolved independently.

### **Assaults – Armor Saves (6.3)**

QUESTION: Do units get to make Armor Saves versus hits suffered in Assault Combat?

- ANSWER: No saves, this is close assault at point blank range.

### **Assaults – In Smoke (6.3)**

QUESTION: Can Assault combat take place in a Smoke hex.

- ANSWER: Yes. Smoke has no effect on this type of combat.

### **Assaults - Multiple Attacks (6.3)**

QUESTION: Can a defending hex be the subject of multiple assaults by different units during one activation?

- ANSWER: Yes

### **Assaults – Ops Complete (6.3)**

QUESTION: I assume that units that are "Ops Complete" defend normally in Assault?

- ANSWER: Yes. Units marked as Ops Complete get to "counter-attack" with their counter Assault values.

### **Assaults – Terrain Modifiers (6.3)**

QUESTION: Other than the modifiers for Infantry in Cities or versus AFVs, are there any restrictions or modifiers for terrain during an assault?

- ANSWER: No. Units are slugging things out toe to toe in the same terrain.

### **Fate - Activation (9.0)**

CLARIFICATION: A formation marker returned to the cup using fate points has **not** activated. If a player's units do not go in the turn, she may hold EOTs per 3.2.1 in the next turn.



## **Hey! My Formation Didn't Activate... (3.2.1)**

QUESTION: Not sure how to understand rule 3.2.1. Note: I'm not a native English speaker, so I may have misunderstood the meaning of "all but". (...) he keeps **all but one** End Turn marker in his possession (...)

Does that mean the player keeps 1 End of Turn marker (EOT) in his hand and only puts it back in the cup next turn after one of his formations activated? That would ensure he activates at least 1 formation the next turn. Is this correct?

- ANSWER: Yes. Once the formation(s) in question activate you place the EOT back in the cup. If there are 3 End of Turn markers then he keeps two in his possession until the formation(s) are activated. NOTE: WSR currently only used two EOTs in scenarios.

## **Hills and Indirect Fire (TEC)**

QUESTION: Does a unit on a hill benefit from the 1 defensive bonus "if attacked from ground level" when spotted from ground level (for an artillery or air strike)?

- ANSWER: No, that refers to direct fire only.

## **HQ - Stacking (1.3.2)**

QUESTION: Can I stack a HQ with any TYPE of unit? For instance, can I stack a Tank HQ with the formation's infantry unit? I'm unsure because the HQ replacement rule specifically mentions a replacement HQ is placed on a unit of the same TYPE as the HQ.

- ANSWER: HQs can be stacked with any unit in the formation (including units attached to the formation). When it is being replaced, it is stacked on a unit of its formation of the same type, reduced side up. This represents the unit's commander taking over as HQ for company.

## **Line of Sight - Reciprocity (7.0)**

CLARIFICATION: Line of sight is ALWAYS reciprocal. In other words, if unit A can see unit B, then unit B can see unit A.

## **LOS Determination – Terrain Art (7.3)**

QUESTION: I assume that where terrain art, e.g. buildings, just overhangs a hexside or overlaps a small amount into an adjacent hex it does not block LOS?

- ANSWER: Terrain in NaW is whole hex. Terrain art is for cosmetic purposes only.

## **LOS Determination - Units (7.3)**

QUESTION: Do intervening units block LOS?

- ANSWER: Only terrain and wreck markers. If your LOS cuts across a combination of 2 or more wreck, rough, or shattered forest (Not in NaW, yet) hexes it is blocked.

## **Ranged Combat - Stacks (6.1)**

QUESTION: Does a ranged attack on a stack of units affect a single target unit or the stack in general? For example all units get one hit before any one of them receives a second hit.

- ANSWER: Ranged fire only "attacks" a single given unit. If that unit is stacked with a HQ, then you follow the rules to see if the HQ is damaged based on the results against the target unit.

## **Recon Units - Artillery Spotting when Disrupted or Out of Communication (1.3.3.2)**

QUESTION: May a disrupted or out of communication non-HQ unit observe for indirect (on or off board) support and airstrikes?

- ANSWER: So, you must mean recon units. No they can't spot when disrupted and/or when out of communication.

## **Stacking - Wreck Markers (1.4)**

QUESTION: Do wrecks count for stacking purposes?

- ANSWER: Nope.



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### **Support Weapons (1.3.4)**

QUESTION: When firing Support Weapons (1.3.4), does it matter if the firing Infantry unit is at full strength or reduced?

- ANSWER: No. It doesn't matter if the unit is full or reduced strength. When a unit with a support weapon is eliminated, remove the support weapon from play as well.

### **Terrain Defensive Bonuses (TEC, 6.1.6)**

QUESTION: Are terrain bonuses cumulative? For example, would a unit in a wooded hill hex containing a wreck fired on from ground level receives a terrain bonus of 3?

- ANSWER: Yes and no. Yes if it is a soft unit. A Hard Target can only obtain a defensive adjustment maximum of 2 (See 6.1.6).